WEST Search History

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DATE: Friday, March 04, 2005

Hide?	Set Name	Query	Hit Count
		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR	
☐	L10	L6 and printer	35
☐	L9	L6 and scanner	13
☐	L8	L6 and (bar adj2 reader)	8
☐	L7	L6 and POS	7
☐	L6	20000926	204
☐	L5	(server-side or (server adj side)) near5 (control or controlling)	565
☐	L4	(server-side or (server adj side)) near5 (control or controlling) near8 (I/O adj device)	1
☐	L3	l2 and POS	21
☐	L2	20000926)	1446
☐	L1	(server near5 control near5 device)	4250

END OF SEARCH HISTORY

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L3: Entry 18 of 21   File: USPT   Nov 23, 1999

DOCUMENT-IDENTIFIER: US 5991374 A
TITLE: Programmable messaging system for controlling playback of messages on remote
music on-hold- compatible telephone systems and other message output devices

Application Filing Date (1):
19960808

Detailed Description Text (6):
The computers 14 transmit the message playlists and other information pertaining to
selected remote sites 18, 20 or 22 to the server 12. The playlists comprise, for
example, the identification codes (e.g., C1, C2, and so on) of selected messages on
the CDs that a business wishes to have played, the sequence with which the selected
messages are to be played, and the remote sites for which a playlist is intended.
The identification codes are preferably alphanumeric codes. The server 12, in turn,
generates control signals for the message playback devices at the selected remote
sites to play the selected messages: In accordance with the present invention, the
server 12 converts message identification codes from playlists received from the
computers 14 into corresponding track numbers on the CDs which are incorporated
into the control signals. For example, the server 12 determines a track number
corresponding to a message on a playlist by consulting a track legend stored in a
memory device 74 of FIG. 4 (e.g., tables 94 and 96 described below in connection
with FIGS. 11 and 12). The track legend stores the track numbers on the disc(s) 35
and the unique identification codes corresponding to respective messages. The track
numbers of a particular message can vary among the CDs at the different remote
sites.

Detailed Description Text (30):
The playlist message table 106 comprises fields for storing message codes for each
of the messages in the playlist, as well as data indicating the relative position
of the messages in the playlist according to a position or POS field. Messages
characterized by lower POS values are played before messages having higher POS
values. Further, if the message code specifies a signature track, then a message
from a custom table is played; otherwise, the message code field specifies a
message in the message table.

Detailed Description Text (52):
In a playlist modification transaction, the server 12 generates a request message
to solicit the next playlist record in which changes have been made from the client
computer 14 to which it is connected. The fields in the corresponding server
database tables 104, 106 and 108 are updated in accordance with the response
message depicted in FIG. 37. As with the region modification request, a new record
is acknowledged by changing the SSTATE field to SSNEW; otherwise, the SSTATE field
is changed to SSREADY. Since a playlist is represented by three tables, as
described previously, the playlist modification transaction is more complex than
the site or region modification transactions. The list of site keys in the response
message corresponds to records in the playlist site table 108. The list of message
codes corresponds to the fields in the playlist message tables 106, with the POS
field being derived from the position of each message code in the transaction. Once
a playlist has been transmitted to a message playback device (i.e., the SENT field

Boolean value corresponding to the state "true")), the record at the message playback device becomes a read-only record that cannot be modified, but rather only replaced.

Detailed Description Text (54):
During a playlist modification transaction, the server 12 generates a request message to notify a client of changes made to a playlist in the server database 80. Client tables are updated by the client computer 14 according to the fields in the request message as shown in FIG. 40. The SSTATE field in the client table is taken from the SSTATE field in the request message. The transaction informs the client that a playlist has been transmitted. As with the playlist modification request transaction, the site keys correspond to records in the playlist site table 108. The message codes correspond to records in the playlist message tables 106, with the POS field being derived from the position of each code in the transaction. In the case where a client attempts to change a playlist after it has been sent to the client computer 14, but before the client computer 14 has been notified, the server 12 ignores the modification requests and then notifies the client computer 14 of the change.

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L7: Entry 8 of 21   File: USPT   Apr 23, 2002

DOCUMENT-IDENTIFIER: US 6377886 B1
TITLE: Navigation apparatus and medium recording program therefor

Application Filing Date (1):
19980729

Detailed Description Text (12):
The information center 2 comprises a communication device 21, an information server
22, and a control information storage unit 23.

Detailed Description Text (52):
<NAVIDATA TYPE=HYPER_POS_DST SRC=/www.navinet.ne.jp/data/ FILE=/nvdatadr/
hyperpos/>

Detailed Description Text (193):
In this way, the coordinates of the present location stored in the memory of the
vehicle unit 1 body are transmitted to the information center 2. NAVIINPUT
indicates an extension tag. In addition, TYPE=POSITION NAME=CUR_POS indicates that
the content of this tag is the present location data of the vehicle. This tag does
not affect the display screen.

Detailed Description Text (207):
<NAVIDATA TYPE=HYPER_POS_DSRTE SRC="onsen"FILE="navdatadr/hp_dstrt/onsen">

Detailed Description Text (209):
Here, NAVIDATA indicates an extension tag. TYPE=HYPER_POS_DSRTE indicates that the
destination is specified. SRC="onsen" designates the URL of the destination (hot
spring). In addition, FILE="navdatadr/hp_dstrt/onsen" designates the storage place
for the data received from the information center 2.

Detailed Description Paragraph Table (1):
NAVIDATA type Directory HYPER_POS_xxx /nvdatadr/hyperpos/
HYPER_WEATHER /nvdatadr/hyperwzr/ HYPER_EXTEND /nvdatadr/hyperext/
CENTER /nvdatadr/center/ IMG /nvdatadr/img/ TEXT /nvdatadr/text/ BIN /nvdatadr/bin/

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L3: Entry 14 of 21   File: USPT   Nov 7, 2000

DOCUMENT-IDENTIFIER: US 6144848 A
** See image for Certificate of Correction **
TITLE: Handheld remote computer control and methods for secured interactive real-
time telecommunications

Application Filing Date (1):
19960607

Detailed Description Text (73):
"Smart card" is intended to mean a credit/debit card having one or more
programmable computer chips with volatile memory embedded therein. User information
encoded therein may contain account numbers, balances, ID codes or other
information useful to facilitate a financial transaction. A "smart card" may be
used to make purchases and be updated at a point of sale (POS) terminal. "Smart
cards" can be used like cash. A user deposits money in a financial institution and
the smart card is updated accordingly. As a user makes purchases, the balance in
memory of the smart card is updated, both electronically and in real time. If a
smart card is lost or stolen, the financial institution is notified and it will no
longer validate withdrawals from the card. Smart cards can also provide medical
information.

Detailed Description Text (149):
Operationally, reading an identifier bar code 801 with user device 120 results in
transmission of an instructional command to the host server 110. Preferably,
microprocessor 122 in user device 120 interprets the instructional command from bar
code 801, identifies the airline (from the bar code on ticket 800), and selects
from memory the phone number for the airline host server 110. In an alternative
embodiment user device 120 may first initiate a transmission to a control center
server that then directs the user device 120 to an appropriate airline host server
110. Representative informational messages transmitted to the user device 120 from
an airline host server 110 may include visual and/or audio information about the
particular flight associated with the unique ID (i.e., encoded by the bar code on
airline ticket 800), e.g. whether the flight is on time, gate information,
schedules for connecting flights and the like.

Detailed Description Text (157):
FIG. 11 depicts a representative process flow diagram for operating a user device
to control a host server including a method and steps for operating the user
device.

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L7: Entry 11 of 21   File: USPT   Mar 19, 2002

DOCUMENT-IDENTIFIER: US 6360137 B1
TITLE: Internet asset management system for a fuel dispensing environment

Application Filing Date (1):
19990616

Brief Summary Text (2):
The present invention relates to asset management systems and, in particular,
systems for providing a management architecture accessible from remote Internet-
compliant browsers to provide real-time functions relating to the access,
configuration and administration of various features associated with fuel
dispensers and other forecourt devices including, but not limited to, card
authorization terminals, video/merchandising displays, advertising, and price
posting signs, in addition to point-of-sale (POS) devices at any particular store
location and related inventory management systems.

Brief Summary Text (5):
Currently, Gilbarco and other dispenser manufacturers offer POS systems allowing
remote, off-line viewing of inventory and sales data of a convenience store through
a proprietary, third-party interface. This interface is costly and inconvenient
because it requires dedicated applications and tools to access the interface.
Furthermore, each system is different and requires technicians from the
manufacturer to make any changes to the system in order to upgrade, reconfigure or
test the system. Thus, there is a need for a uniform management system capable of
accessing the various devices in a fueling environment to provide remote
configurations, upgrades and real-time monitoring. There is a need for a capability
that allows service contractors, equipment manufacturers and store management to
access the various features and aspects of the system to view sales and inventory
data, change prices, transmit software upgrades, access configuration information,
and monitor operation and status of various devices from remote locations.

Drawing Description Text (5):
FIG. 4 is a schematic of a server and control system for various devices in a
fueling environment constructed according to the present invention.

Detailed Description Text (2):
Referring now to the drawings in general, and FIGS. 1 and 2 in particular, it will
be understood that the illustrations are provided to describe preferred embodiments
of the invention and are not intended to limit the invention thereto. A fuel
station environment 10 is shown having a plurality of fuel dispensers 12. Each
dispenser 12 typically has at least two fueling positions 14 capable of delivering
fuel and providing a graphical point-of-sale (POS) interface. As seen in FIG. 3,
each fuel dispenser 12 has a housing provided with a conventional fuel supply line
2, a metering device 3, outlet hose 4 and nozzle 5. The metering device 3
communicates data relating to the volume of fuel dispensed along line 6 to a
controller or control system 32. The interface will typically include one or more
displays 38, an input device or keypad 40, a card reader 41, and cash acceptor 43.
The dispensers 12 include the normal fuel delivery hardware discussed above to
deliver fuel to a customer in a controlled manner. In addition to the hardware

described, extra pumps, flow control valves, nozzles, hoses and control electronics may be present.

Detailed Description Text (3):
Referring again to FIGS. 1 and 2, a main service station store 16 is operably connected to each dispenser 12 and fueling position 14 in addition to a local station server and control system 18. The server and control system 18 is operationally associated with POS systems and/or transaction systems for a convenience store 20, one or more quick service restaurants 22, and associated car wash 24, or other service systems.

Previous Doc   Next Doc   Go to Doc#

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L7: Entry 7 of 21   File: USPT   May 21, 2002

DOCUMENT-IDENTIFIER: US 6390917 B1
TITLE: Slot machine advertising/sales system and method

Abstract Text (1):
A network server provides control functions for gambling devices of the type which
provide intermittent monetary payments to players at a point-of-play. The point-of-
play includes an interactive display device for displaying messages to the player
and for receiving player responses which are then transmitted to a network server.
Memory at the network server stores product and product purchase information and
customer profile data. The network server causes transmission of product and
product purchase information to the interactive display device and monitors each of
the gambling devices to detect an occurrence of a player win that requires a
monetary payout. The network server is responsive to the detection of the player
win and to an entry from the player which indicates the purchase of a product (as
offered by a locally displayed advertisement), to credit the purchase price of the
product against the anticipated monetary payout. The network server is also
controlled to display selected subsets of product and product purchase information
in accord with player characteristic data that is input by the player at the
gambling device.

Application Filing Date (1):
20000308

Brief Summary Text (13):
A network server provides control functions for gambling devices of the type which
provide intermittent monetary payments to players at a point-of-play. The point-of-
play includes an interactive display device for displaying messages to the player
and for receiving player responses which are then transmitted to a network server.
Memory at the network server stores product and product purchase information as
well as customer profile data. The network server causes transmission of product
and product purchase information to the interactive display device and monitors
each of the gambling devices to detect an occurrence of a player win that requires
a monetary payout. The network server is responsive to the detection of the player
win and to an entry from the player which indicates the purchase of a product (as
offered by a locally displayed advertisement), to credit the purchase price of the
product against the anticipated monetary payout. The network server is also
controlled to display selected subsets of product and product purchase information
in accord with player characteristic data that is input by the player at the
gambling device.

Other Reference Publication (1):
Poe, Juanita, "Promoters Confident TV Viewers Eager to Cry Bingo" p. 1, Chicago
Tribune, May 7, 1992.

CLAIMS:

1. A network server for providing control functions for connected gambling devices
which provide intermittent monetary payments to players at a point of play, said
point of play further including means for displaying messages to a player and means

for receiving responses from said player which are transmitted to said network server, said network server comprising:

memory means for storing product and product purchase information;

processor means operating in conjunction with software control for

i) providing to said means for displaying, product information and product purchase information from said memory means;

ii) monitoring each of said gambling devices to detect an occurrence of a player win requiring a monetary payout to said player; and

iii) responding to detection of said player win and to an entry from said player indicating purchase of a product offered by said means for displaying, for crediting a purchase price of said product against said monetary payment.

8. A method for enabling network <u>server means to provide control functions for connected gambling devices</u> which provide intermittent monetary payments to players at a point of play, said network server means including memory for storing product and product purchase information, said point of play further including means for displaying messages to a player and for receiving responses from said player which are transmitted to said network server means, said method comprising the steps of:

a) providing to said means for displaying, product information and product purchase information from said memory;

b) monitoring each of said gambling devices to detect an occurrence of a player win requiring a monetary payout to said player; and

c) in response to detection of said player win and to an entry from said player indicating purchase of a product offered by said means for displaying, crediting a purchase price of said product against said monetary payment.

15. A memory media for operation in conjunction with a network <u>server to provide control functions for connected gambling devices</u> which provide intermittent monetary payments to players at a point of play, said network server including memory for storing product and product purchase information, said point of play further including means for displaying messages to a player and for receiving responses from said player which are transmitted to said network server, said memory media comprising:

a) means operating in conjunction with said network server for providing to said means for displaying, product information and product purchase information from said memory;

b) means operating in conjunction with said network server for monitoring each of said gambling devices to detect an occurrence of a player win requiring a monetary payout to said player; and

c) means operating in conjunction with said network server and responsive to detection of said player win and to an entry from said player indicating purchase of an offered product, for crediting a purchase price of said offered product against said monetary payment.

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L7: Entry 4 of 7   File: USPT   Sep 18, 2001

DOCUMENT-IDENTIFIER: US 6292849 B1
TITLE: Control system using plural objects, a programming method therefor, and a
peripheral devices control system

Application Filing Date (1):
20000628

Drawing Description Text (8):
FIG. 6 is a block diagram of the system for controlling the peripheral devices of a
point-of-sale (POS) system constructed with a control system using the first
embodiment of the present invention;

Drawing Description Text (10):
FIG. 8 is a block diagram of the system for controlling the peripheral devices of a
point-of-sale (POS) system constructed with a control system using the second
embodiment of the present invention.

Detailed Description Text (11):
When common objects in the server are used, it is possible, for example, that a
given common object may execute on a processor different from the processor on
which the container application is executing. In such cases, the control system of
the present embodiment can be constructed by executing a communications process on
the controller and the server. It is also possible to copy the common objects used
on one processor to build a control system. In either case, however, it is not
possible to modify the code of used common objects in any way, memory is reserved
for the stack and data each time the common object is activated, and the control
system is constructed while communicating between the server-side common objects
and the controller using the reserved memory.

Detailed Description Text (67):
An example of a peripheral device control system comprising an interface object
according to the first embodiment above and plural common objects is shown in FIG.
6. The specific control system shown in FIG. 6 is a point-of-sale (POS) system
built around a personal computer (PC) 70. POS application program 71 is installed
or stored on a computer readable medium in communication with PC 70, and operates
under operating system (OS) 105 generally speaking in a memory. OS 105 has a
function for controlling the peripheral devices normally required by a personal
computer using a keyboard driver 106, display monitor driver 107, and other device
drivers. Data transfers between POS application program 71, the keyboard, monitor,
and other devices are controlled by OS 105. The computer readable medium can
include, but is not limited to, any type of disk media including floppy disks,
optical disks, CD-ROMs, magneto-optical disks, hard drives or disk arrays whether
located within or external to the PC 70. Alternatively, the storage medium can
include ROM, RAM, EPROM, EEPROM, Flash EEPROM or any other type of media suitable
for storing computer readable instructions.

Detailed Description Text (68):
In addition to these peripheral devices normally provided with any personal
computer, a POS system also typically comprises a customer display 110 for

displaying the purchase amount and other information for customer confirmation; a
receipt printer 112 for printing purchase receipts, for example; a slip printer 113
for imprinting checks and other slips; and a cash drawer 115 for holding money.
These peripheral devices are connected to an RS-232C port or other expansion port.
For example, customer display 110 is connected to the RS-232C port, and a printer
111 comprising both receipt printer 112 and slip printer 113 is connected through
the customer display 110. Cash drawer 115 is placed below printer 111, and is
operated through the control circuitry of printer 111.

Detailed Description Text (69):
Numerous manufacturers market a variety of such peripheral devices, enabling the
user to select the devices best suited to the user's POS system architecture and
application. Because the specifications of different peripheral device makes and
models differ widely, however, it is extremely difficult to construct an
application program suited to all available peripheral devices. Specifications may
also change as peripheral devices are upgraded. It is therefore conventionally
difficult for users to construct POS systems using peripheral devices selected at
the convenience of the user. When individual peripheral devices are upgraded, the
new version of a currently-used peripheral device is also not necessarily
immediately adaptable to existing POS systems.

Detailed Description Text (70):
When the control system is constructed using the custom controls OCX and interface
object of the present invention as described above, an extremely open system can be
constructed. It is therefore possible to simply construct a POS system using
various different models of peripheral devices. It is also simple to accommodate
updated versions of the peripheral devices. For example, peripheral device control
system 72 of the present embodiment shown in FIG. 6 comprises three levels of
custom controls OCX. The first OCX level has the receipt printer format conversion
OCX 73 and a slip printer format conversion OCX 74.

Detailed Description Text (71):
OCX 73 and 74 execute the process arranging the data sent from the POS application
program 71, e.g., the list of items sold and the total price, to a specific
printing format. The specific printing format may be defined by OCX 73 or 74, or
the formatting properties may be defined by lower-level custom controls OCX, i.e.,
receipt printer control OCX 75 or slip printer control OCX 76 in this example, with
conversion OCX 73 or 74 doing the actual formatting using the properties of these
custom controls OCX. In either case, POS application program 71 only needs to pass
the output data to conversion OCX 73 or 74 irrespective of the print out format.
The interface format can therefore be limited to provide an application program
with high general utility.

Detailed Description Text (73):
Level 2 custom controls OCX include receipt printer control OCX 75, slip printer
control OCX 76, cash drawer control OCX 77, and customer display control OCX 78.
These custom control objects OCX 75-78 provide a predetermined interface
(application programming interface, API) to the application program and other high-
level OCX. The application program and high-level OCX can therefore simply supply
data according to a predetermined specification irrespective of the manufacturers
and models of the printers and other peripheral devices that are part of the POS
system. The custom controls OCX 75-78 on this level convert data input according to
a common specification to the data format of the lower-level OCX, i.e., to the
specifications of the peripheral devices composing the actual system, using the
properties of the low driver-level OCX reflecting the specifications of the
individual peripheral devices.

Detailed Description Text (80):
Data from POS application program 71 is passed to receipt printer format conversion
OCX 73, a level 1 object, and is converted thereby to the predetermined format

before being passed to level 2 receipt printer control OCX 75. When receipt printer control OCX 75 calls the print execution method of printer driver OCX 91, printer driver OCX 91 sends the data and commands appropriate to the printer status of receipt printer 112 to receipt printer 112, and thereby prints receipt. The receipt printer 112 executes the input commands, and returns the predetermined status to printer driver OCX 91.

Detailed Description Text (82):
If the error status becomes active as a result of print command execution or an error occurring in receipt printer 112 in the standby state, receipt printer 112 sends the error status to printer driver OCX 91. Printer driver OCX 91 generates an event in this case, and notifies the higher level receipt printer control OCX 75 that an error has occurred through interface object 82a. Receipt printer control OCX 75 can execute specific processes for a given event, notify the format conversion OCX 73 and POS application program 71 through interface object 81a, and cause a specific process to be executed by evoking caution.

Detailed Description Text (88):
This is also true for the customer display and other peripheral devices, i.e., when the specifications change, the control system can be automatically modified by updating the common driver objects. When a POS system is constructed with bar code readers and other additional peripheral devices, the appropriate low-level custom controls OCX are created by the application program or high-level OCX if the common objects for controlling and driving these additional peripheral devices are provided somewhere in the personal computer system. As a result, a peripheral devices control system capable of driving the bar code reader and other peripheral devices is automatically configured.

Detailed Description Text (92):
It should be noted that there are many different types and numbers of peripheral devices that can be used, and while a POS system is described above as an example of a system in which various different types of peripheral devices are used according to individual user environments, the present invention shall obviously not be limited to POS systems. Systems built around personal computers increasingly combine peripheral devices of various makers and specifications according to the objectives and capabilities of the user. Control systems using common control objects according to the present invention are systems that can be flexibly adapted to a variety of user intentions, and can be applied to a variety of systems other than POS systems.

Detailed Description Text (153):
71 POS application program

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L3: Entry 13 of 21   File: USPT   Feb 13, 2001

DOCUMENT-IDENTIFIER: US 6186893 B1
TITLE: Slot machine advertising/sales system and method

Abstract Text (1):
A network server provides control functions for gambling devices of the type which
provide intermittent monetary payments to players at a point-of-play. The point-of-
play includes an interactive display device for displaying messages to the player
and for receiving player responses which are then transmitted to a network server.
Memory at the network server stores product and product purchase information and
customer profile data. The network server causes transmission of product and
product purchase information to the interactive display device and monitors each of
the gambling devices to detect an occurrence of a player win that requires a
monetary payout. The network server is responsive to the detection of the player
win and to an entry from the player which indicates the purchase of a product (as
offered by a locally displayed advertisement), to credit the purchase price of the
product against the anticipated monetary payout. The network server is also
controlled to display selected subsets of product and product purchase information
in accord with player characteristic data that is input by the player at the
gambling device.

Application Filing Date (1):
19961218

Brief Summary Text (13):
A network server provides control functions for gambling devices of the type which
provide intermittent monetary payments to players at a point-of-play. The point-of-
play includes an interactive display device for displaying messages to the player
and for receiving player responses which are then transmitted to a network server.
Memory at the network server stores product and product purchase information as
well as customer profile data. The network server causes transmission of product
and product purchase information to the interactive display device and monitors
each of the gambling devices to detect an occurrence of a player win that requires
a monetary payout. The network server is responsive to the detection of the player
win, to an entry from the player which indicates the purchase of a product (as
offered by a locally displayed advertisement), and to pay out the amount of the win
less the purchase price of the product. The network server is also controlled to
display selected subsets of product and product purchase information in accord with
player characteristic data that is input by the player at the gambling device.

Other Reference Publication (1):
Poe, Juanita "Promoters Confident TV Viewers Eager To Cry `Bingo`",pg. 1, Chicago
Tribune, May 7, 1992.